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REVEALED!
How to defeat all the bosses!
Locations of all the Challenge Points!
Top playing tips from the pros!

STAR WARS®
SHADOWS OF THE EMPIRE™

THE ESSENTIAL PLAYER'S GUIDE

Welcome!

A long time ago, in a galaxy far, far away...

And so, with those famous words, another Star Wars adventure begins! Shadows Of The Empire is a stunning space epic set in the time between The Empire Strikes Back and Return Of The Jedi, which tells the tale of the Rebels clash with a new enemy, Prince Xizor. You play Dash Rendar, a devil-may-care mercenary who becomes embroiled in Luke and the gang's struggle when the Empire attacks the Rebel base on Hoth.
However, sometimes even brave space heroes need a little help. In this complete player's guide created by the gaming pros at Nintendo Magazine, you'll find tons of help and advice on how to beat the game, including the best techniques for defeating the bosses and the locations of all those elusive Challenge Points. ***May the Force be with you!***

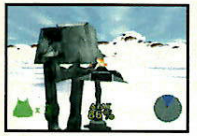
Battle of Hoth

Stage 1

This stage is a battle against four Imperial Probe droids, and acts as a warm-up for what lies ahead. Generally you'll find this level easiest to play using the third-person 'Chase' view, as this gives you a clear view of your Snowspeeder and its surroundings. Remember to use the radar to keep track of your enemies – the light blue segment shows which way your craft is facing, while the dark blue segments indicate where the bad guys are in relation to it.

Stage 2

Now two AT-ST Scout Walkers enter the battle, along with two more Probe droids. Take out the Probe droids first – although they don't do much damage, they'll chip away at your shields if you ignore them. The best way to deal with the AT-STs is to fly high and fast over the top of them, and then turn and attack their 'heads' from behind. Use the airbrake to slow down and maximise the number of shots you can get in as you approach. When you pass them, fire up the thrusters and climb to avoid their lasers. Keep looping back and repeating the attack pattern and you'll have no problems.



Stage 3

Now you face an AT-AT Walker escorted by two AT-STs and two Probe droids. Fly high and fast over the top of the Imperial forces to the far edge of the battlefield, so that you're safe from the AT-AT's turbo lasers. Now turn and destroy the Probe droids and AT-STs as described earlier. Once the AT-AT is alone, it can be destroyed relatively easily (if boringly) by just blasting its rear. As with the Scout Walkers, should you pass in front of the AT-AT hit the thrusters and climb to avoid its fire, then loop back behind it for another pass.

Stage 4

Now things get *really* tricky! In this stage you battle two AT-ATs which are escorted by four AT-STs and four Probe droids. The basic principles are the same as for Stage 3, but there's so much flak flying about that taking serious damage is almost inevitable.

Topple the Walkers

There are three Challenge Points to be earned on this level, each of which is awarded when you topple a Walker using your Snowspeeder's tow cable. This, as you might suspect, isn't easy! To attempt it, fly in straight, low and slow past the AT-AT's legs – a message will appear telling you to fire your cable, so tap the Z-trigger and let it fly. The view will now switch to a remote movie camera view; this is actually the best view, although it can be confusing at first. Now release the airbrakes and fly at standard speed around the AT-AT's legs. Make sure you don't fly too far from the Walker or the cable will detach. After a few loops you'll receive a message congratulating you on winning a Challenge Point!

Escape From Echo Base

1 From where the Falcon takes off, go down the first passage on your right. At the end is a room with a red tube; the wall opposite the tube can be opened to reveal the Challenge Point.

2 Push on into the base. Eventually you'll see four crates stacked on your right. Shoot the crates to reveal the entrance to a hidden room containing the Challenge Point.

3 Further on you'll come to a bridge across a vast chasm. Before you cross the bridge, you'll see the third Challenge Point resting on a ledge to your right – jump over the gap to get it.

4 Cross the bridge and walk thru the dark passage. When you emerge into the light, follow the pathway on your right to find another CP.

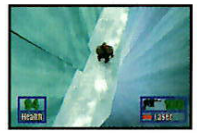
5 After starting this stage, you'll enter a chamber with a ramp sandwiched between two generators. Jump onto the right generator and walk behind it to find the Challenge Point.

6 Walk up the ramp and along the walkway to a junction where the path splits left and right. Jump across the gap into a chamber where you'll find the Challenge Point.

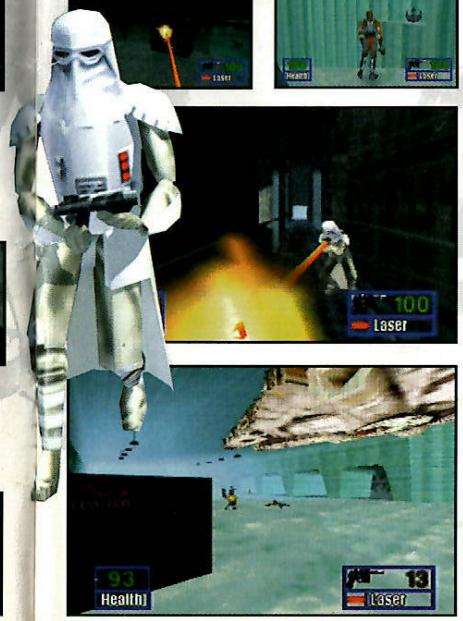
7 After turning on the generators, you'll find yourself on a walkway leading back into the ice corridors. Jump off the bridge into the right generator where a Challenge Point is located.

8 Jump across the pit between the generators to find a CP in the cog-like mechanism. Use the platforms around the inside to get out.

9 As you make your escape, you'll enter a long corridor in which the floor starts to split. DON'T PANIC! Jump to the left of the corridor and wait – eventually a Challenge Point will appear.



10 After the AT-ST, you'll enter a passage with four crates stacked on the right. Shoot them to reveal a room. Kill the Wampa, then jump across the chasm to reach the CP.



Listen to Leebo!

Fzzzk! Leebo here, sir, your loyal droid partner. I'll pop up now and again with with some general tactics and advice!

Although all those exterior camera views are very pretty, you'll find this level easiest to play in first-person!

This is a fairly linear level, so you shouldn't get lost. Bear in mind that it's often worth checking out side-rooms for bonuses.

Your standard blaster will deal with the Snowtroopers and Probe droids, so save your Seeker missiles for the automated gun turrets and Wampas.

Shoot any crates or boxes – many contain health bonuses and power-ups.

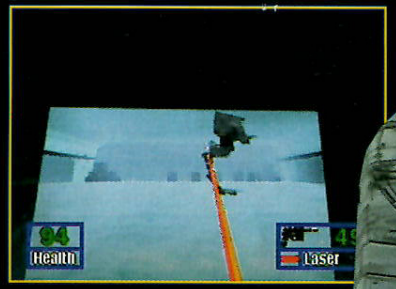
You may find a room containing some caged Wampas guarding valuables. Release them by pressing the nearby switch, then run out of the room and wait a couple of minutes. The lame-brained Wampas will now fight each until only one is left standing. Now you can run in, finish off the last severely wounded Wampa and collect the goodies.

Don't forget that those handy-dandy Seeker missiles won't home-in on the bosses, such as the AT-ST, because they all have a built-in electronic counter-measure.

Beat the Boss!

Towards the end of Stage 2 you'll enter a room patrolled by a clanking AT-ST Scout Walker, which can be toppled in several ways. The safest but most boring method is to hide in the doorway, popping in and out from behind cover to blast its head (the metallic beast's weakest area) when it's walking away from you. Alternatively you can run behind it and shoot up into its head then, when it turns towards you, run behind it again and continue the assault. If you're feeling nimble, use the crates to jump up onto the walkways around the sides of the room and shoot the head from there.

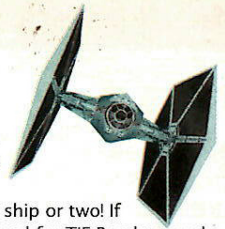
If you're playing on Easy level, there will be an Invincibility icon on the left ledge – which makes Dash Rendar's life a lot simpler!



BELOW A few well-aimed shots with your blaster and the Scout Walker will fall!

The Asteroid Field

There are no killer tips for this level, as success is largely down to your hand-eye coordination! The best view is the interior one, as it makes TIE targeting easier. Use missiles wisely – if you use one to blow up a TIE that's in a formation, its exploding debris make take out another ship or two! If you hear the alarm, look around for TIE Bombers and destroy them as soon as you see them – their glowing green missiles do more damage than a dozen TIE Fighter laser blasts.



Blast the Red Asteroids!

Occasionally you'll see red asteroids tumbling through space. There are six in all, and each one destroyed will reward you with a Challenge Point. They can be easy to miss so from time to time, as you battle the TIEs, switch to the exterior view and have a quick scan around. If you spot a red asteroid, zap it quick. Bear in mind that the asteroids 'recharge' if you don't keep hitting them, so use missiles if you have to.

ORD MANTELL JUNKYARD

1 Almost as soon as you start, you'll see the first Challenge Point floating in the air ahead of you. Stand in the middle of the train and jump when it approaches.

2 Step to the left side of the train and wait for the first barrier to approach. The Challenge Point is positioned on top of the barrier – a well-timed jump will grab it.

3 Now move to the right side of the train. The Challenge Point is floating above the fifth barrier and can be collected, like all the others, by simply jumping into it.

4 Soon a carriage will pull up on the left of the train. Jump through the carriage door and pick up the CP, and then jump back onto the train.

5 Further on the train will enter a covered refinery area. Stand in the middle of the train and, when you see the Challenge Point floating in the air, jump to collect it.

6 After leaving the refinery, some carriages will join the track. Jump onto the rear one, then move through the carriages – you'll see the Challenge Point floating in the air.

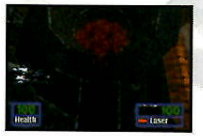
7 When you climb up the ramp onto the top of the train, backtrack along the roof to find another Challenge Point – you'll see it floating between the two carriages.

8 In the last carriage of the train you'll see the CP floating just above a low ledge. Jump onto the ledge, then leap up into the air to grab it.

9 On the next train, make your way to the engine at the front. Follow the path around to the right to find the Challenge Point. Be quick or you'll miss the connection!

10 The final three Challenge Points have to be collected during the battle with IG-88. The first is sitting on top of a pile of junk – walk along the narrow beam to reach it.

11 At the far end of the room are two giant smelters. Use the spiral ramp to climb to the top of the right smelter, and drop down inside it to find the Challenge Point.



12 Climb back up the ramp and drop down the left smelter to find a CP. Each smelter has a hatch in its side through which you can escape.

Listen to Leebo!

Skritzz! Leebo here again, sir, with more advice! I hope you can hear me – that scrap is causing interference...

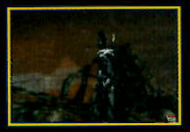
Stick with the first-person view – it makes it easier to judge when to jump over or duck under barriers.

Look out for warnings about sharp turns – misjudge a jump and you could end up in the scum.

Use your blaster to take out all the enemies, and save your upgrades for IG-88.

Beat the Boss!

Your ultimate foe on this level is the robot-like bounty hunter, IG-88. The best way to defeat him is first to climb as high as possible, so that he can't fire down on you. IG-88 will now jump up to your level, allowing you to let rip with a few Seekers. When he gets too close, run away, top up your ammo and health, then find another place to wait for him. Repeat this hit-and-run tactic until IG-88 gives it up and heads for the big scrapyard in the sky.
Alternatively, if you're easily bored and can afford to waste the odd life or two, just stand your ground and keep blasting away with your Seekers. It's dirty – but at least it's quick!

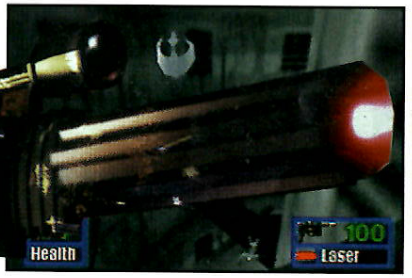


Gall Spaceport — Stage 1

1 Use the small pinnacle of rock to the bottom right of the ramp to climb on top of the Outrider. You'll see the Challenge Point floating above the rear of the cockpit tube – jump to get it.

2 Just past the brown Wampa's cave, you'll see a pathway leading off to your right. Mid-way along it is a rock tower – jump to the stone steps up its side and then climb up to reach the elusive Challenge Point.

3 In the section criss-crossed by bridges, you'll see the Challenge Point floating in the air (see below). When you've got the jet-pack, come back here and jet off the top bridge to get it.



4 After collecting the jet-pack, jet straight up into the air and land on top of the control tower. The Challenge Point is here, as well as some handy health and weapon power-ups.

Listen to Leebo!

Fajjitzzz! It's Leebo again, sir, with yet more help! Is this coming through okay? I do worry so, you know...

Conserve all your valuable blaster upgrades – you'll need them for the final furious fight with Boba Fett!

When making tricky jumps across bottomless chasms or lengthy jet-pack flights, use the top-down overhead view to help judge your landings.

Don't forget to fully recharge your jet-pack's power cells between flights (by turning it off for a few seconds), particularly during the perilous journey between the rock spires.

To conserve your jet-pack's fuel and survive long falls, shut off your engines as you fall and turn them on again a couple of seconds before you hit the ground.

5 After jetting to the first rock spire, you'll see another spire to your right. Floating high above it is the Challenge Point. With luck you should be able to get it and land safely.

6 In the cave with the anti-grav ferry, jet down off the edge of the platform. Look around and you should find a secret cave in the mist containing the Challenge Point.

7 Walk to the mouth of the cave and jet across the chasm. High up and to the left you'll find a broad rock ledge where another Challenge Point is waiting to be collected.

8 Jet back to the cave and ride the anti-grav ferry. When the ferry docks, look to your right where you'll see a distant ledge. Jet across to it to locate the Challenge Point.

Beat the Mid-Boss!

The AT-ST mid-boss can be defeated in the same way as the one you found in Echo Base. Probably the safest but dullest method of defeating it is to use the ramp or the column as cover, and keep ducking in and out to shoot its head as it walks away from you.

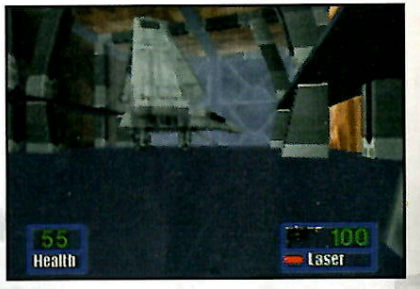
9 After you defeat the AT-ST , a metal shutter will rise that protects four hand switches. Also lurking behind the shutter is the Challenge Point. Use the jet-pack to get it.

10 You'll now enter some tunnels containing giant rotating fans. There's a Challenge Point floating between the second and third fans in the first vertical shaft you come to.

11 Past the fans you'll enter a huge rock chamber. You'll see the Challenge Point floating in the air just to the left of the entrance. Use the jet-pack to reach it.

12 On leaving the chamber you'll take a ride on another anti-grav ferry (shown below). About mid-way along its route you'll see the CP floating in mid-air – jump up to grab it.

13 In the Imperial base you'll enter a room dominated by a huge shuttle craft (shown below). The Challenge Point is floating above its central fin – use the jet-pack to reach it.



14 When the battle with Boba Fett begins, run through the gap in the arena wall to your left. Use your jet-pack to break your fall – the Challenge Point is at the bottom.

15 Drop off the arena tower onto the canyon floor, and run to the edge of the cliff (shown far left). Below is a ledge which you can reach with the jet-pack – the Challenge Point is here.

Beat the Boss!

You'd better have plenty of blaster upgrades in reserve 'cos take it from us, you're gonna need 'em! As you'd expect given his legendary status, Boba Fett is arguably the toughest boss in the whole game, and attacks in two stages.

In the first stage you face Fett himself. Run or jump as soon as the battle starts to avoid his first Seeker missile attack. Keep moving, pausing to loose off a couple of shots whenever possible. When he jet-packs towards you, use your standard blaster or Plasma upgrade to hit him as he approaches, then get ready to run when he lands – he'll fry you with his Flamethrower if you get too close. If he jets up to a ledge then run underneath him to avoid his attack, only sneaking out to try and lure him down to ground level again. If you're running low on health or ammo, there are plenty of pick-ups on the ledge and on the canyon floor outside the arena.

In the second stage, Fett will retreat to the safety of his spacecraft, SLAVE-1, and start blasting at you with the ship's cannons. Switch to Seekers or Plasma, and run underneath the ship so that you can shoot up at the ship's jet exhausts – its weak underbelly. When the ship starts to turn towards you, run underneath it again and keep blasting the jets. Good luck!

MOS EISLEY & BEGGAR'S CANYON

1 Hit the first ramp you come to at full speed and at a slight angle to the right. Pull up your swoop bike's nose and you'll find yourself on a ledge with a Challenge Point.

2 Just past the first ramp you'll enter a large courtyard-style area with a crashed ship in the middle. Steer around to the left side of the wreck to find the Challenge Point.

3 The next Challenge Point is floating in the air at the end of the next ramp you come to. As before, hit the ramp at full speed and pull the bike's nose back to collect it.

4 Turn back and line up on the ramp again. Use the same technique you used to get the first CP to reach a ledge to the right of the ramp.

5 Just before you reach a tunnel, to your right you'll see a large building with a covered walkway around the bottom. Steer down the alley beside it to find the Challenge Point.

6 Now turn around and ride along the narrow pathway underneath the covering – at the very end of it is a tiny cul-de-sac where you'll find another Challenge Point.

7 Just before the area where the shuttle takes off you'll see some dark brown scaffolding ahead. Before you reach it you'll find the Challenge Point in a small alley on the left.

8 Soon you'll come to a building just like the one where you found CPs 5 & 6. Drive under the covered walkway to find the Challenge Point.

9 When you leave Mos Eisley turn sharply to the left and follow the path around – this'll lead to an odd, rabbit-shaped Challenge Point. (LucasArts fans will recognise it!)

10 The next Challenge Point floats over the gaping mouth of a Sarlacc. Use the technique you used to get onto the ledges leading to Challenge Points 1 & 4 to reach it.

11 This Challenge Point also floats over the slavering maw of a pointy-toothed Sarlacc. By now you should be more than confident in how to reach it!

12 Near the level's end you'll come to two canyons. In the second one use the side ramps to reach the top of a rock bridge where the CP waits.

Listen to Leebo!

Hrrrench! I've got some more useful advice for you, sir! Just listen to this – I've got a feeling you'll like it...

Mastering the swoop-bike's controls can be tricky. At first keep tapping the accelerator to maintain a decent but relatively safe speed, and only let rip when you feel totally confident.

The Chase view is best for lining up on the swoop-bikers, but when you're jumping off ramps or over the Sarlacc pits you'll find it easier if you switch to first-person.

If the bikers reach Luke you lose a life, so it's often best to defeat the bikers first, then back-track to find the Challenge Points.

IMPERIAL FREIGHTER SUPROSA

STAGE 1

1 After walking through the first door you'll see a ramp on your left. Walk up it to find a sealed-off raised area – the CP is hidden here.

2 After walking through the corridor lined with bunkrooms, there's a room with a gun turret to your right; the Challenge Point is just behind it.

Listen to Leebo!

Brrrrr-kazzizzz! Sorry to be a pain, sir, but I thought you might want to hear this...

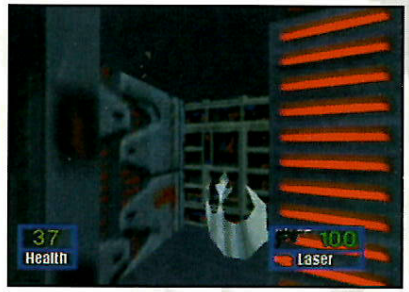
Many hatches can be opened to reveal pick-ups and bonuses.

Check out the hatch in the last bunkroom on the left – there's an Invincibility in here that makes getting Challenge Point 2 a cinch.

In the room with the doors and the switches, don't shoot the crates – you may need to use them as steps to reach CPs!

STAGE 2

3 Soon you'll come to four sets of rotating cogs (shown below). The CP lies between the left wall and the second set of cogs. Be warned that taking damage here is unavoidable.



4 After exiting the deadly mashing cogs, you'll see a Challenge Point floating above a low shelf just to your right. Jump off from the raised ramp to reach it.

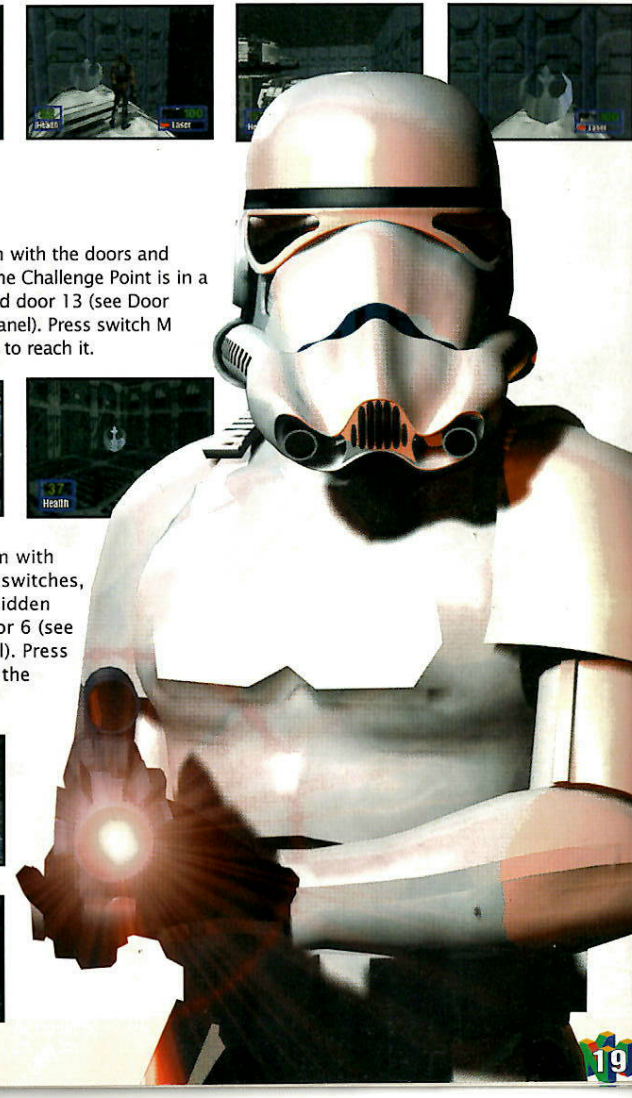
5 In the room with the two revolving platforms, there's a piece of machinery extending out behind the first platform. The Challenge Point is at the end of it.

6 From the last Challenge Point, jump across to the piece of machinery extending from the back of the second platform. There's another Challenge Point here.

STAGE 3

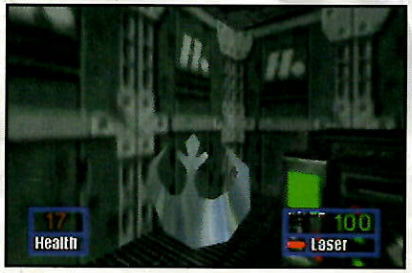
7 In the room with the doors and switches, the Challenge Point is in a crate behind door 13 (see Door Dilemma panel). Press switch M then climb the crates to reach it.

8 In the room with doors and switches, the CP is hidden behind door 6 (see Door Dilemma panel). Press switch F then climb the crates to reach it.



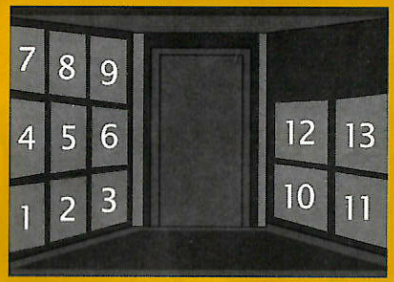
9 At the top of the doors and switches room, there's a row of three doors (one is hidden behind a crate). Behind the middle door is a crate containing the Challenge Point.

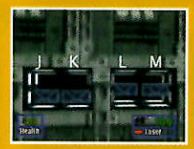
10 After defeating the Loader Droid, the doorway leading to the Super Computer will open (shown below). The last Challenge Point is hidden behind the Computer.



DOOR DILEMMA!

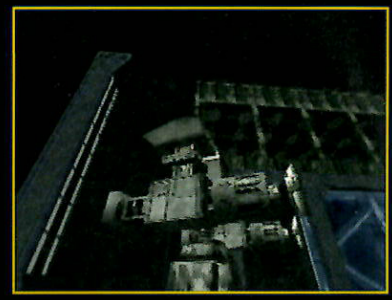
As you near the end of the level you'll enter a massive room lined with loads of moving doors, which are activated by pressing the plate switches located at the ends of the room. To the right is a diagramatic representation of the room from where you enter it, along with two shots of the switch plates. The doors and the switches have been labelled, so that pressing switch A opens door 1, switch B opens door 2, etc. If you're looking for a quick way to get out, press switches K, L, E and G – now just climb the ramps and walkways to reach the top of the room.



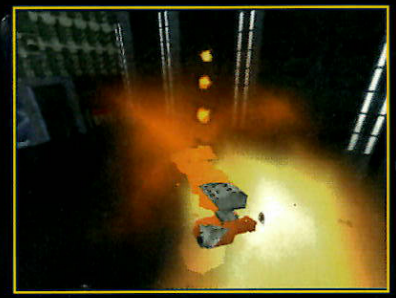


Beat the Boss!

Don't be fooled by this awesome-seeming boss robot. Although it looks quite fearsome, the Loader Droid is actually very, very easy to defeat. When battle commences, just run away from it and then turn and fire like crazy. When the Loader Droid gets too near for comfort, run away and find a new place to attack from. As long as you keep out of range of its extendible grappling arms, you should be able to defeat this boss without taking any damage at all! Now just sit back and enjoy the fireworks!



BELOW Defeat the Loader Droid and you're treated to a spectacular explosion.



SEWERS OF IMPERIAL CITY

1 Just before the second sewage masher you'll see a lit alcove on your left. The back wall of the alcove can be opened to reveal a secret room and the Challenge Point.

2 As you enter the large pool area, there's a Challenge Point hidden underneath the platform on your left (you'll have to go swimming under the sewage to collect it).

3 Jet-pack into the pipe opening and walk into the circular room. Swim underwater and press the two wall switches to open the door to a room containing the Challenge Point.

4 Enter the pipe near the top of the circular room – it leads to a vertical shaft lined with ledges (shown below). Fly into the tunnel at the top of the shaft to find the Challenge Point.

5 At the next vertical shaft with ledges, drop down to the bottom where you'll find a pipe opening. Walk to the end of the pipe to find the Challenge Point.

6 After opening the security door, drop into the water and swim down the left passage. Look carefully – through the murk you'll be able to see the Challenge Point!

7 After emerging from the long submerged tunnel you'll find yourself in a room with a revolving sewer stirrer; the Challenge Point is near the top of the stirrer's spindle.

Listen to Leebo!

Grrr-zak! Leebo here, sir, always ready and willing to help. Hey, it's what I do, you know..

Although it seems quite complex and sprawling, this soggy level is actually very straight-forward. If you come to a sealed door, look around for any nearby open passages that may lead to switches.

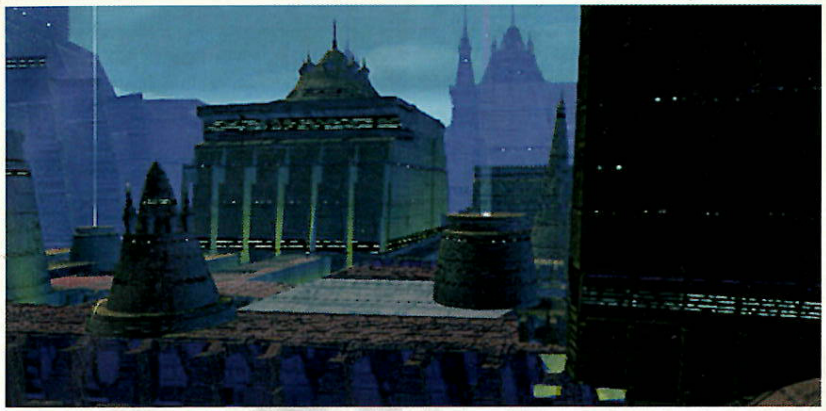
Avoid the Dia-nogas – they do a lot of damage if they hit you.

If possible, find dry land to rest upon when you want to recharge your jet-pack – it takes a lot longer to reach 100% underwater.

In the first pool room, stand at the edge of the room, lure the baby Dia-Nogas to the side and then zap them – it's a lot easier to kill them from the relative safety of dry land than from in the water.

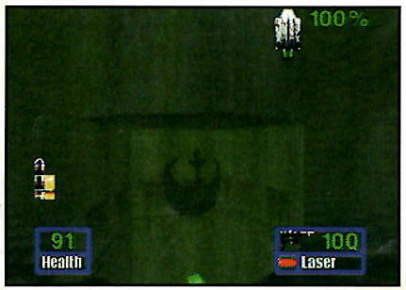
Remember that switches can often be hidden underwater.

When you reach the rotating pipe, you must shoot the switch when it appears through the gap to open the sealed door.



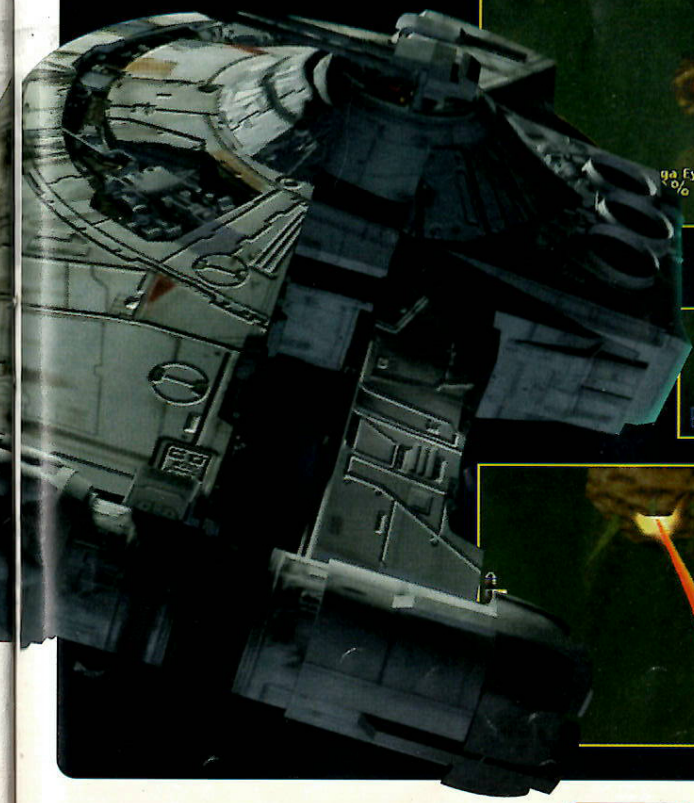
8 Further on you'll find a circular room like the one where you found Challenge Point 3. Swim underwater to find a small submerged alcove containing the Challenge Point.

9 Past the triangular tunnel and the door, you'll come to a room with a large brick pillar in the middle. The Challenge Point is in a raised alcove on the right of the pillar.



Beat the Boss!

The Dia-Noga has only one major weak spot – its eye. You can shoot the many tentacles but they'll only regenerate. The best tactic is first to position yourself right over the top of beast's mouth (although make sure you don't fall into it!), then to look around for the eye and shoot it with your standard blaster. After each hit the eye will move up or down, so adjust your thrust to bring it into sight again. Only shoot the tentacles if they get too close for comfort.

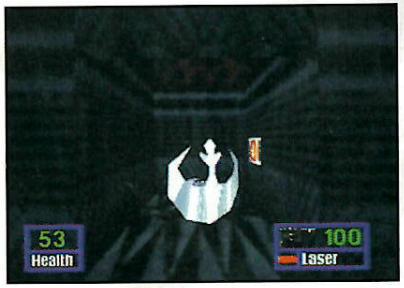


The eyes have it! (Groan!)

XIZOR'S PALACE — STAGE 1

1 In the large room with a balcony there's a switch that opens the door on the far side of the room. It also opens a secret room just behind you containing the Challenge Point.

2 At the first elevator, DON'T press the switch. Instead, jet to the top of the shaft and press the switch there. The elevator will drop, revealing a secret room and the Challenge Point.



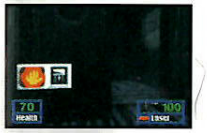
STAGE 2

3 Drop off the right side of the second bridge, then jet up and through the last window on the left. In this room you'll find the Challenge Point and some bonus pick-ups.

7 Soon you'll enter an area with more giant cogs. Drop down between them (using your jet-pack to break your fall) and explore the passage to find a CP.

4 After pressing the first switch, jet up to the very top of the elevator shaft. Look around and you'll see a small hidden alcove containing the vital Challenge Point.

8 At the space elevator, drop to the platform below the one you enter on. Try opening the walls at the end of the alcoves – one will open to reveal the Challenge Point.

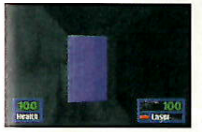


5 Next you'll come to a tunnel semi-blocked by three rotating cogs. Drop down the side of the second (and slowest-moving) cog to find the Challenge Point.

9 Use your jet-pack to fly to the bottom of the space elevator's central shaft. Just below the level of the bottom platform you'll find an alcove containing the Challenge Point.

6 Try opening the alcove wall behind where you found CP 5. This will reveal a tunnel leading to an open area where you can jet up to find a Challenge Point.

10 After setting the explosives, you'll fly to a bridge high up in a vast room. At the left end of the bridge, opposite the exit, is a secret door – open it to find the CP.



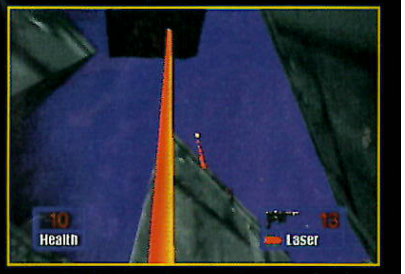
Beat the Boss!

The Gladiator Droid is the toughest boss after Boba Fett, and you'll need all your skills – and loads of weapon upgrades! – to survive. It has a three-stage attack; here's how to beat it:

When the Gladiator Droid first appears, switch to the overhead view and run behind it. You can get as close in as you like – it's touch won't harm you, strangely enough. Save all your precious upgrades and keep popping away at the metallic monster with your standard blaster shots. Sooner or later, the robot will keel over and fall...

...Only to rise again, minus its legs! The easiest way to cope with this attack phase is to stay out of the maze on the arena's central podium, and then either jump or jet up and let rip with a few well-placed Disruptor shots or Seeker missiles. Should the Gladiator Droid unleash a volley of Seekers at you, jet out of their way and then return to the podium. Even with good timing you're bound to take some hits, but eventually the robotic beast will die...

...Well, not quite! Now the disembodied head will come hunting for you in the arena's maze-like floor – and your jet-pack's out of commission! It's hardly worth trying to play cat-and-mouse – the Gladiator Droid will always win out eventually. A better tactic is simply to bite the bullet, stand directly under the head and fire straight up into it, preferably with the Flamethrower. You'll lose a life or two, but that'll more than likely happen no matter what you do!

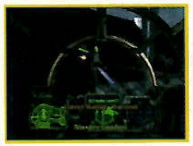


SKYHOOK BATTLE

STAGE 1

The rules for dealing with Xizor's fleet of Star Vipers are much the same as for the battle with the TIEs in Level 3. Don't worry about cutting to the exterior view and looking for red asteroids, 'cos there aren't any! In fact, there are no CPs to collect on this level at all!

STAGE 2



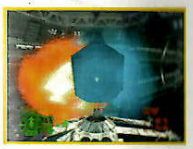
Once you reach the Skyhook, Leebo will hand over the Outrider's controls to you. Don't bother battling the Star Destroyer or the fighters – the former is indestructible and the latter are too fast. Instead, concentrate on taking out the four gun turrets at the end of the Skyhook's arms.

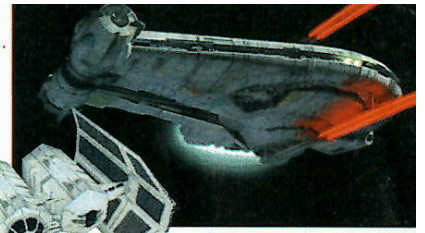
While attacking the turrets, the best view to use is the cockpit one. Accelerate towards each tower and wait for the 'turret range warning' to flash; now slow down and unleash a barrage of lasers and missiles. Keep up the assault – the turrets regenerate between shots. If you don't destroy the turret, accelerate away then slow down, loop back on yourself, and start the attack again.

STAGE 3

Once all the turrets are destroyed, you'll be told to fly inside the Skyhook and destroy the reactor. To do this you must fly down each of the Skyhook's arms and fire a missile at each of the reactor's four side panels. Switch to the exterior Chase view, slow down and manoeuvre down an arm. Keep your finger on the brake as you navigate past the struts then, when you get a clear shot at the reactor, unleash a missile.

Now veer away and into an arm on the left or right. Once back in space, loop back and re-enter the Skyhook, and take out the next reactor panel. Work your way around the Skyhook, methodically blasting each reactor panel. Don't rush or start panicking – there's no time limit and you'll not be attacked by fighters while inside the Skyhook. When the last reactor panel has been destroyed, accelerate out of the nearest arm to safety!





THE END... OR IS IT?

Now sit back and watch as Xizor's mad dreams of power come to an end. You've done it. Now it's time to rescue Han from Jabba the Hutt. But that, as they say, is another story...

THE SECRETS REVEALED!

When you've collected all the CPs and finished the game, you'll be rewarded with a secret which varies according to the difficulty – to activate it, pause the game and select it from the menu. If you don't want to know what they are, don't turn this book upside-down!

EASY
In the on-foot levels, hold down the camera button for 5 seconds and you'll get the Leebo scanner which shows you the positions of enemies, pick-ups, etc.

MEDIUM
In Stages 2 and 3 of the Skyhook Battle, hold down the camera button and your ship will change into an X-Wing. Hold it down again to become a TIE Fighter.

HARD
In the on-foot levels, hold down the crouch button for 15 seconds and you'll be rewarded with invincibility and 100 ammo for each weapon upgrade.

JEDI
Any Wampas you meet during the on-foot levels will now be friendly. Should you find one it'll follow you around and kill any enemies you encounter.

NEXT MONTH!

TUROK DINOSAUR HUNTER

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STAR WARS
SHADOWS OF THE EMPIRE
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